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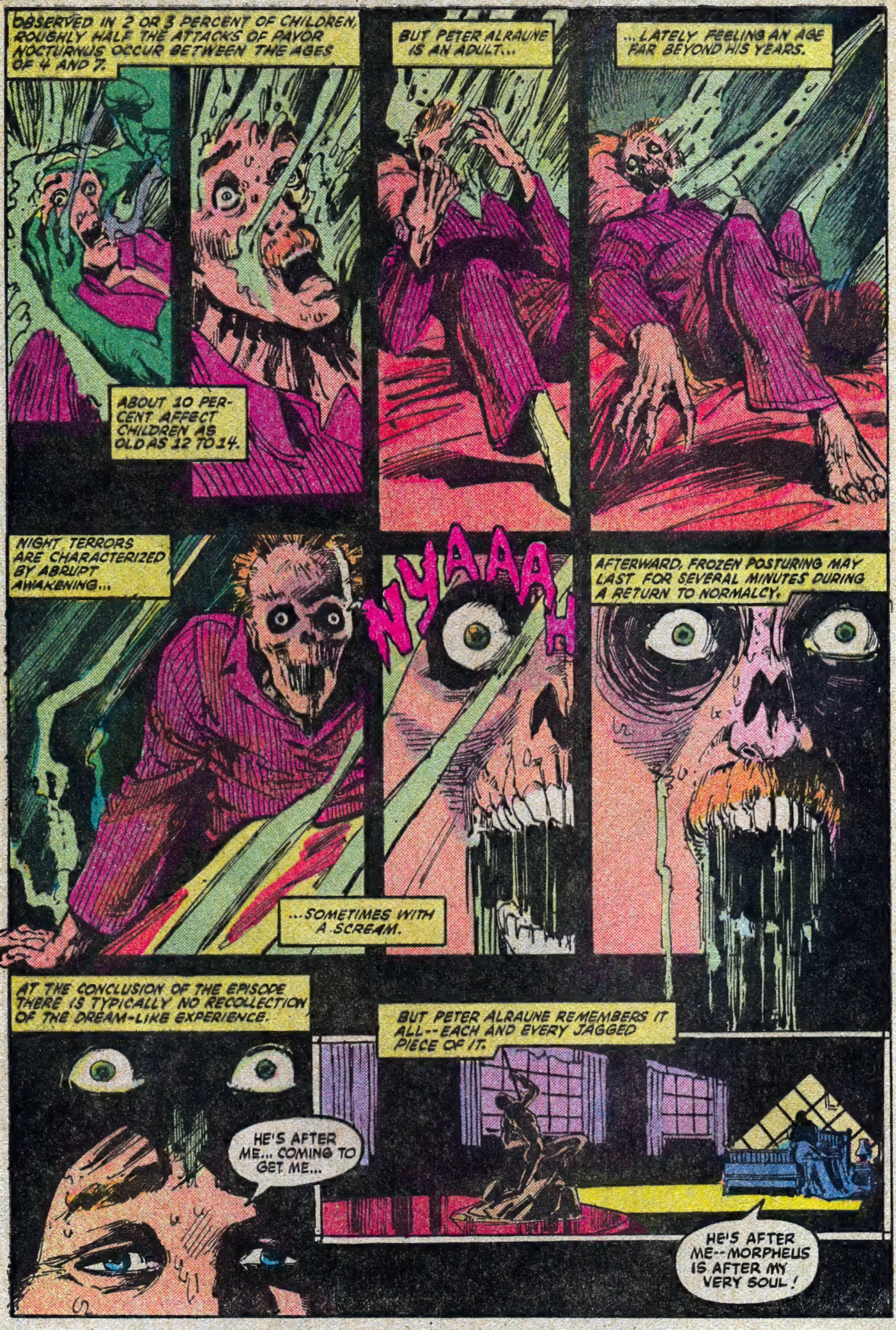
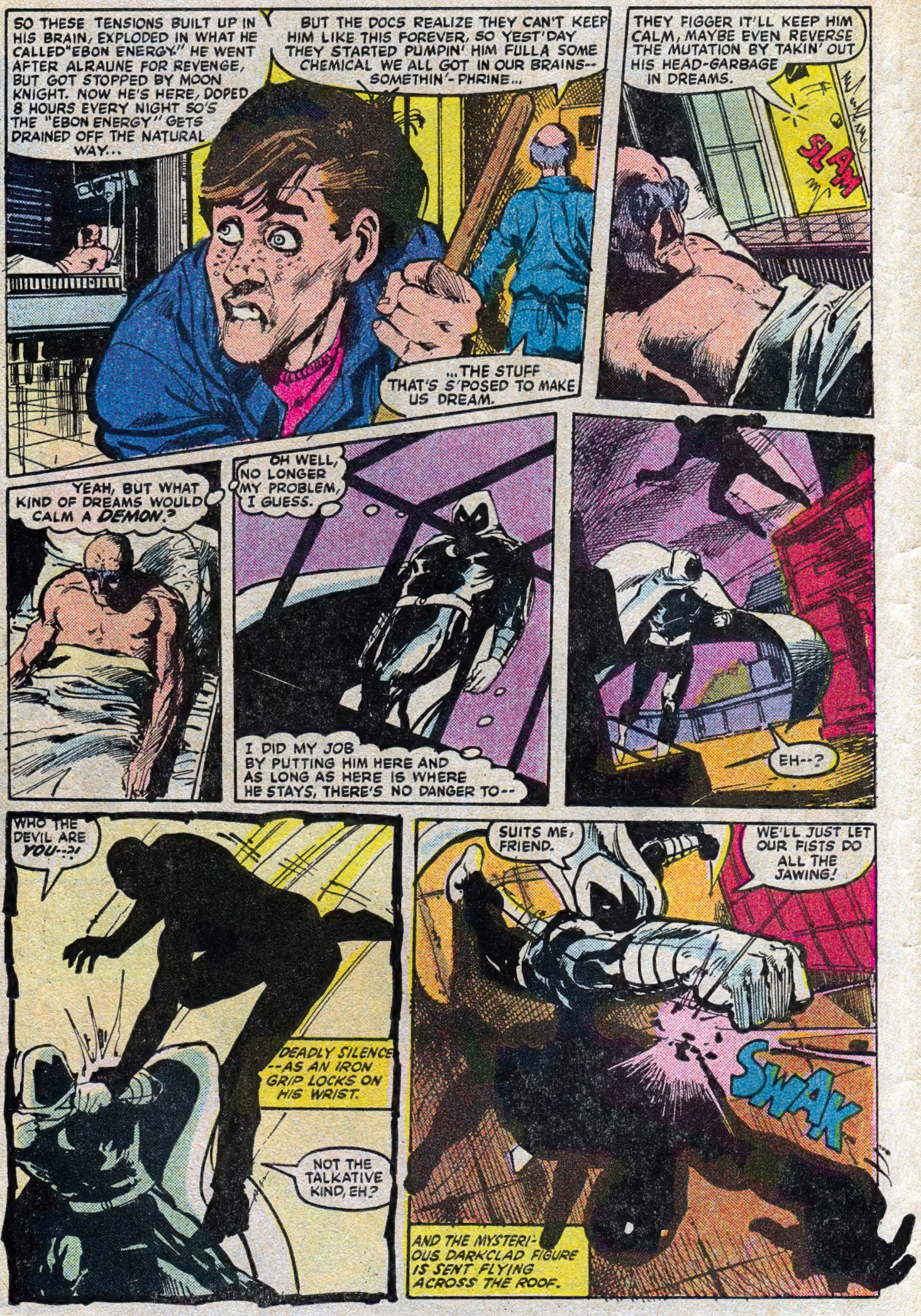
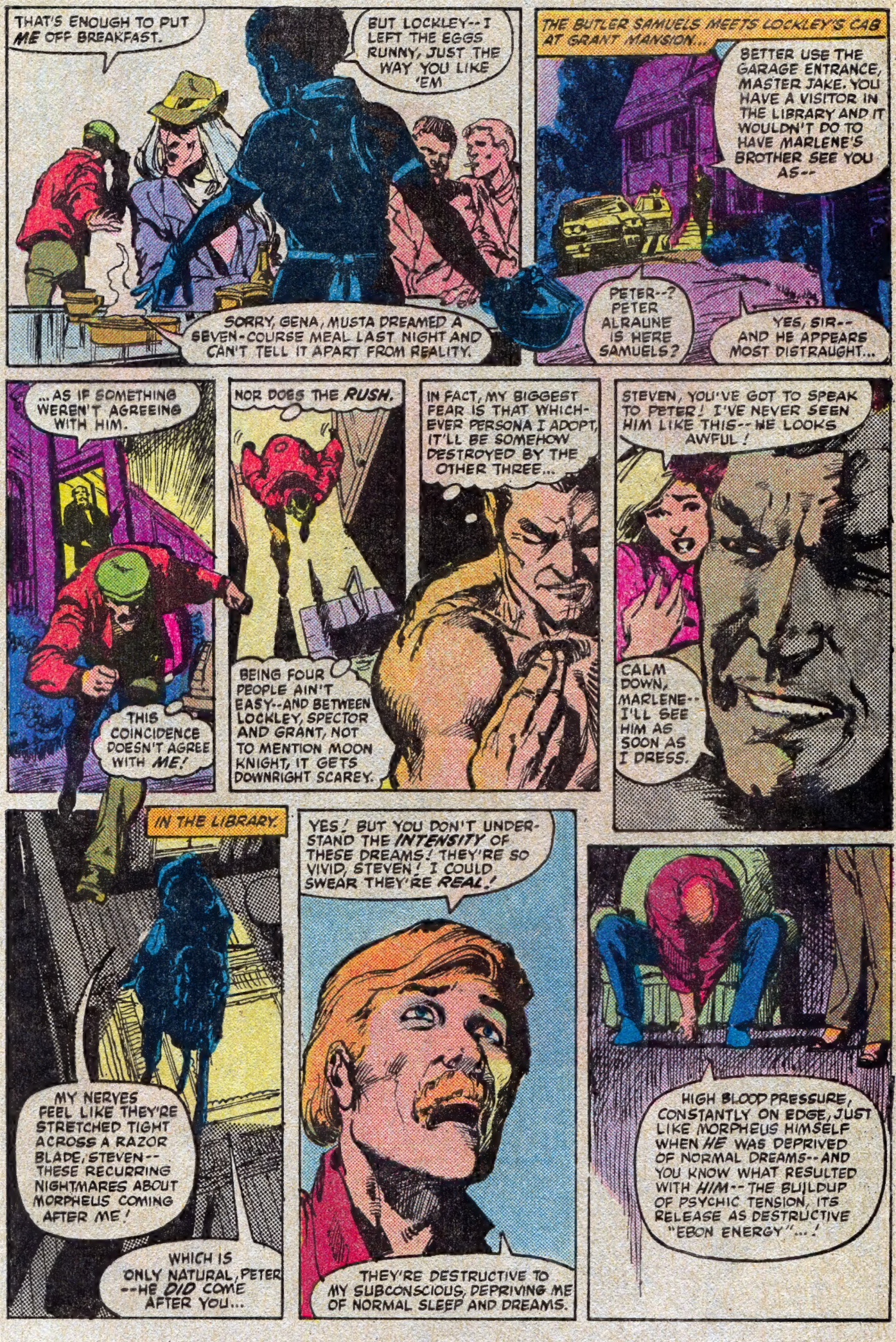

OBSERVED IN 2 OR 3 PERCENT OF CHILDREN, ROUGHLY HALF THE ATTACKS OF PAVOR NOCTURNUS OCCUR BETWEEN THE AGES OF 4 AND 7.
ABOUT 10 PERCENT AFFECT CHILDREN AS OLD AS 12 TO 14.
BUT PETER ALRAUNE IS AN ADULT...
...LATELY FEELING AN AGE FAR BEYOND HIS YEARS.
NIGHT TERRORS ARE CHARACTERIZED BY ABRUPT AWAKENING...
NYAAAH
...SOMETIMES WITH A SCREAM.
AFTERWARD, FROZEN POSTURING MAY LAST FOR SEVERAL MINUTES DURING A RETURN TO NORMALCY.
AT THE CONCLUSION OF THE EPISODE THERE IS TYPICALLY NO RECOLLECTION OF THE DREAM-LIKE EXPERIENCE.
BUT PETER ALRAUNE REMEMBERS IT ALL--EACH AND EVERY JAGGED PIECE OF IT.
HE'S AFTER ME... COMING TO GET ME...
HE'S AFTER ME--MORPHEUS IS AFTER MY VERY SOUL!

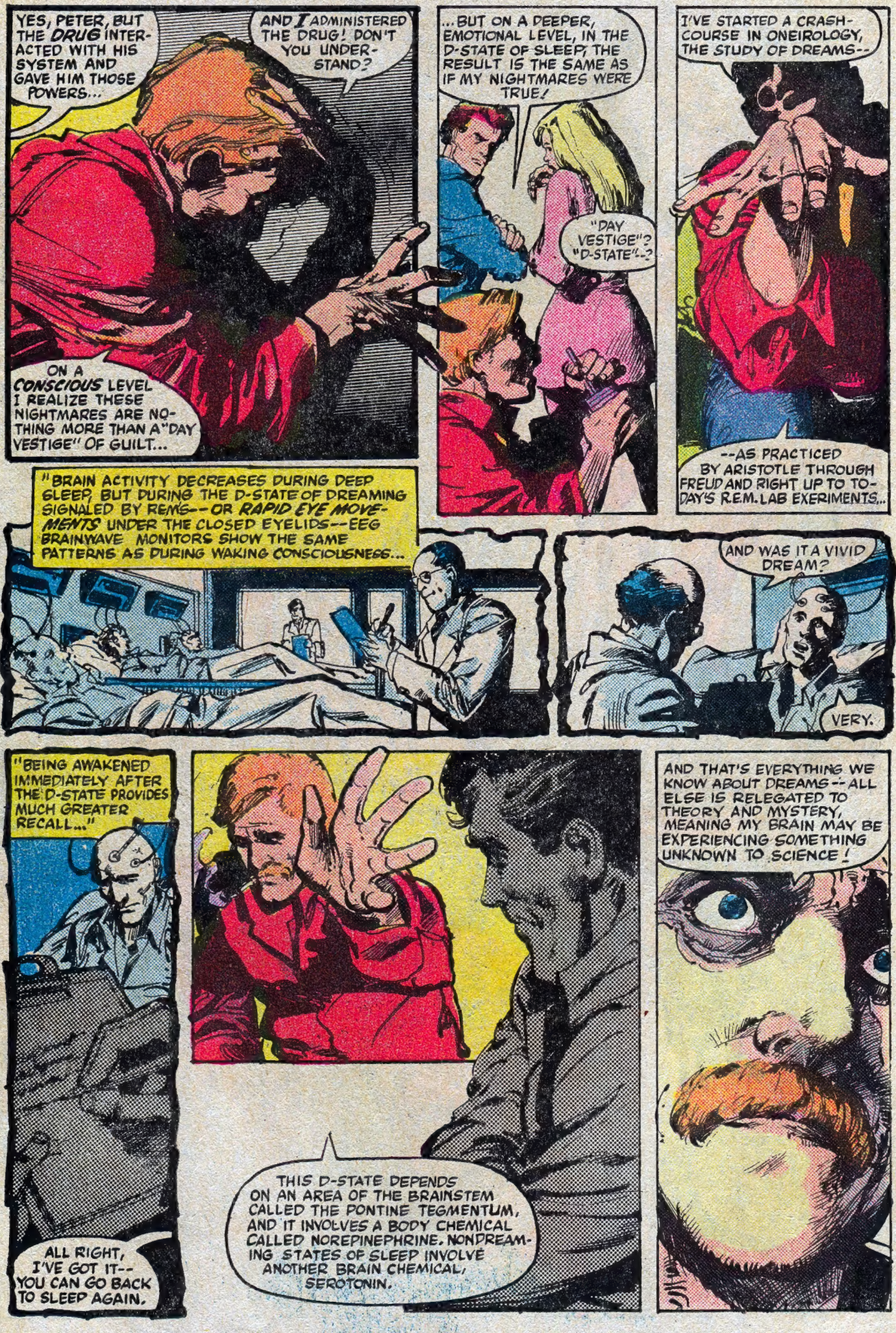
FIFTEEN BLOCKS UPTOWN A CAB CRUISES SLOWLY, AIMLESSLY... WITHOUT A FARE, YET IGNORING ALL POTENTIAL RIDERS.
HOSPITAL
IT BELONGS TO JAKE LOCKLEY.
DON'T KNOW WHY I HAVE THIS FEELING I SHOULD CHECK ON MORPHEUS...
MAYBE INTUITION..
...OR MAYBE JUST 'CAUSE I WAS IN THE NEIGHBORHOOD OF RESEARCH HOSPITAL.
ANYWAYS, NOW THAT I'M HERE, MIGHT AS WELL CHANGE TO MOON KNIGHT-- USE THE TRUNCHEON'S GRAPPLING HOOK TO REACH THE ROOF.
HE'S BEING KEPT ON THE TOP FLOOR...
...AND I REMEMBER SEEING A SKYLIGHT IN THE CEILING OF HIS ROOM.
YEP, THERE HE IS, SOUND ASLEEP-- THE FORCED SLEEP OF DRUGS, OF COURSE, BUT HE'S STILL HARMLESS...
MY "FEELING" WAS WRONG. WAIT-- THE DOOR'S OPENING...
NOW YA GOTTA SWAB DOWN THE FLOORS EV'RY NIGHT, UNNERSTAN'? THE DOCS HERE DON'T LIKE DIRT NOWHERES.
WHO'S HE?!
HIM? THAT'S MORPHEUS-- KING WEIRDO OF THE WHOLE JOINT.
IS... IS HE ASLEEP--?
SURE-- AIN'T GOT NO EYELIDS IS ALL-- SLEEPS WITH HIS CREEPY PEEPERS OPEN.
"STARTED OUT AS A NORMAL JOE NAME O' ROBERT MARKHAM. HAD SOME KINDA RARE DISEASE, SCRAMBLED HIS DNA CHROMOSOMES-- DOC BY THE NAME O' ALRAUNE FED HIM SOME EXPERIMENTAL DRUG...
"BINGO, IT REACTS WITH HIS WEIRD DNA AND HE BECOMES MORPHEUS. COULDN'T SLEEP, COULDN'T DREAM...
YOU MUSTA HEARD ABOUT HIM IN THE NEWS...
"...AND DREAMIN' IS THE MIND'S WAY O' TAKIN' OUT THE HEAD'S GARBAGE.


SO THESE TENSIONS BUILT UP IN HIS BRAIN, EXPLODED IN WHAT HE CALLED "EBON ENERGY." HE WENT AFTER ALRAUNE FOR REVENGE, BUT GOT STOPPED BY MOON KNIGHT. NOW HE'S HERE, DOPED 8 HOURS EVERY NIGHT SO'S THE "EBON ENERGY" GETS DRAINED OFF THE NATURAL WAY...
BUT THE DOCS REALIZE THEY CAN'T KEEP HIM LIKE THIS FOREVER, SO YEST'DAY THEY STARTED PUMPIN' HIM FULLA SOME CHEMICAL WE ALL GOT IN OUR BRAINS-- SOMETHIN'-PHRINE...
...THE STUFF THAT'S S'POSED TO MAKE US DREAM.
THEY FIGGER IT'LL KEEP HIM CALM, MAYBE EVEN REVERSE THE MUTATION BY TAKIN' OUT HIS HEAD-GARBAGE IN DREAMS.
SLAM
YEAH, BUT WHAT KIND OF DREAMS WOULD CALM A DEMON?
OH WELL, NO LONGER MY PROBLEM, I GUESS.
I DID MY JOB BY PUTTING HIM HERE AND AS LONG AS HERE IS WHERE HE STAYS, THERE'S NO DANGER TO--
EH--?
WHO THE DEVIL ARE YOU--?!
DEADLY SILENCE --AS AN IRON GRIP LOCKS ON HIS WRIST.
NOT THE TALKATIVE KIND, EH?
SUITS ME, FRIEND.
WE'LL JUST LET OUR FISTS DO ALL THE JAWING!
SWAK
AND THE MYSTERI-OUS DARKCLAD FIGURE IS SENT FLYING ACROSS THE ROOF.

BUT THEN, AS MOON KNIGHT CLOSES IN FOR THE COUP DE GRACE...
SPEAKING OF JAWS, HOPE I HAVEN'T BROKEN YOURS, BECAUSE I NEED YOU TO ANSWER SOME--
HELLLP!
WHAT THE--?!
MARLENE--!
NO! CAN'T REACH HER IN TIME!
SHE'LL FALL TO HER DEATH!!
WAIT! SHE'S GONE-- SHE'S NOT FALLING! SHE'S NOT EVEN THERE!
SHE NEVER WAS.
WHO--? UHN!
I WAS SUCKERED-- BUT HOW?!
SPREADING HIS GLIDER-CAPE--
--MOON KNIGHT MANAGES TO BREAK HIS FALL.
STILL, HE LANDS HEAVILY...
...AND LIES DAZED FOR PRECIOUS MOMENTS...
...SO THAT BY THE TIME HE RECOVERS--
THERE HE GOES-- WHO-EVER HE IS! NEVER CATCH HIM NOW...

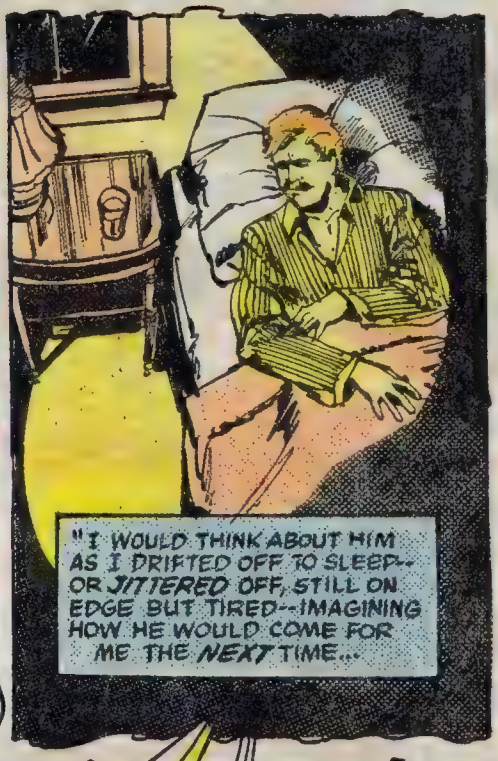
SO WEIRD... THE WAY I SAW MARLENE SO CLEARLY...
MUST BE EXHAUSTION-- I'LL CHANGE TO LOCKLEY AND HEAD OVER TO GENA'S DINER FOR BREAKFAST...
... THEN HOME FOR SOME SLEEP.
MEANWHILE, MORPHEUS SLEEPS...
...AND DREAMS...
...AS EBON ENERGIES SEETHE WITHIN THE DARKNESS OF HIS MIND.
HEY GENA-- HOW'S THE KIDS?
ANGRY ABOUT ATLANTA, LOCKLEY...
BUT WHAT'S WITH YOU? LOOK LIKE YOU SEEN A GHOST.
MAYBE I HAVE--SOME KIND OF HALLUCINATION-- OR MORE LIKE A DREAM...
...EXCEPT I WAS AWAKE.
DREAMS ARE HALLUCINATIONS, JAKE, AND EACH OF US HAS THREE TO FOUR SUCH EPISODES OF UNCONSCIOUS HALLUCINATION EVERY NIGHT.
AND DID YOU KNOW THAT CERTAIN CULTURES HOLD DREAMS TO BE INDISTINGUISHABLE FROM REALITY-- AND EVEN ACT OUT THEIR DREAMS IMMEDIATELY UPON AWAKENING?
'ZAT SO, CRAWLEY?
INDUBITABLY, JAKE! ONE SOUTH AMERICAN INDIAN AWOKE FROM A DREAM IN WHICH A MISSIONARY HAD MISTREATED HIM-- HE IMMEDIATELY TRIED TO KILL THE MISSIONARY.
WELL, I HOPE IT ALL WORKED OUT BY THE TIME EVERYBODY WOKE UP.
HARDLY, JAKE-- IT WAS A NIGHTMARE.
THE MISSIONARY DIED OF CURARE POISONING.


THAT'S ENOUGH TO PUT ME OFF BREAKFAST.
BUT LOCKLEY--I LEFT THE EGGS RUNNY, JUST THE WAY YOU LIKE 'EM
SORRY, GENA, MUSTA DREAMED A SEVEN-COURSE MEAL LAST NIGHT AND CAN'T TELL IT APART FROM REALITY.
THE BUTLER SAMUELS MEETS LOCKLEY'S CAB AT GRANT MANSION...
BETTER USE THE GARAGE ENTRANCE, MASTER JAKE. YOU HAVE A VISITOR IN THE LIBRARY AND IT WOULDN'T DO TO HAVE MARLENE'S BROTHER SEE YOU AS--
PETER--? PETER ALRAUNE IS HERE SAMUELS?
YES, SIR-- AND HE APPEARS MOST DISTRAUGHT...
...AS IF SOMETHING WEREN'T AGREEING WITH HIM.
THIS COINCIDENCE DOESN'T AGREE WITH ME!
NOR DOES THE RUSH.
BEING FOUR PEOPLE AIN'T EASY--AND BETWEEN LOCKLEY, SPECTOR AND GRANT, NOT TO MENTION MOON KNIGHT, IT GETS DOWNRIGHT SCAREY.
IN FACT, MY BIGGEST FEAR IS THAT WHICH-EVER PERSONA I ADOPT, IT'LL BE SOMEHOW DESTROYED BY THE OTHER THREE...
STEVEN, YOU'VE GOT TO SPEAK TO PETER! I'VE NEVER SEEN HIM LIKE THIS--HE LOOKS AWFUL!
CALM DOWN, MARLENE-- I'LL SEE HIM AS SOON AS I DRESS.
IN THE LIBRARY.
MY NERVES FEEL LIKE THEY'RE STRETCHED TIGHT ACROSS A RAZOR BLADE, STEVEN-- THESE RECURRING NIGHTMARES ABOUT MORPHEUS COMING AFTER ME!
WHICH IS ONLY NATURAL, PETER --HE DID COME AFTER YOU...
YES! BUT YOU DON'T UNDER-STAND THE INTENSITY OF THESE DREAMS! THEY'RE SO VIVID, STEVEN! I COULD SWEAR THEY'RE REAL!
THEY'RE DESTRUCTIVE TO MY SUBCONSCIOUS, DEPRIVING ME OF NORMAL SLEEP AND DREAMS.
HIGH BLOOD PRESSURE, CONSTANTLY ON EDGE, JUST LIKE MORPHEUS HIMSELF WHEN HE WAS DEPRIVED OF NORMAL DREAMS--AND YOU KNOW WHAT RESULTED WITH HIM--THE BUILDUP OF PSYCHIC TENSION, ITS RELEASE AS DESTRUCTIVE "EBON ENERGY"...!


YES, PETER, BUT THE DRUG INTERACTED WITH HIS SYSTEM AND GAVE HIM THOSE POWERS...
AND I ADMINISTERED THE DRUG! DON'T YOU UNDERSTAND?
ON A CONSCIOUS LEVEL I REALIZE THESE NIGHTMARES ARE NOTHING MORE THAN A "DAY VESTIGE" OF GUILT...
...BUT ON A DEEPER, EMOTIONAL LEVEL, IN THE D-STATE OF SLEEP, THE RESULT IS THE SAME AS IF MY NIGHTMARES WERE TRUE!
"DAY VESTIGE"? "D-STATE"--?
I'VE STARTED A CRASH-COURSE IN ONEIROLOGY, THE STUDY OF DREAMS--
--AS PRACTICED BY ARISTOTLE THROUGH FREUD AND RIGHT UP TO TODAY'S R.E.M. LAB EXERIMENTS...
"BRAIN ACTIVITY DECREASES DURING DEEP SLEEP, BUT DURING THE D-STATE OF DREAMING SIGNALED BY REMS--OR RAPID EYE MOVEMENTS UNDER THE CLOSED EYELIDS--EEG BRAINWAVE MONITORS SHOW THE SAME PATTERNS AS DURING WAKING CONSCIOUSNESS...
AND WAS IT A VIVID DREAM?
VERY.
"BEING AWAKENED IMMEDIATELY AFTER THE D-STATE PROVIDES MUCH GREATER RECALL..."
ALL RIGHT, I'VE GOT IT--YOU CAN GO BACK TO SLEEP AGAIN.
THIS D-STATE DEPENDS ON AN AREA OF THE BRAINSTEM CALLED THE PONTINE TEGMENTUM, AND IT INVOLVES A BODY CHEMICAL CALLED NOREPINEPHRINE. NONDREAMING STATES OF SLEEP INVOLVE ANOTHER BRAIN CHEMICAL, SEROTONIN.
AND THAT'S EVERYTHING WE KNOW ABOUT DREAMS--ALL ELSE IS RELEGATED TO THEORY AND MYSTERY, MEANING MY BRAIN MAY BE EXPERIENCING SOMETHING UNKNOWN TO SCIENCE!

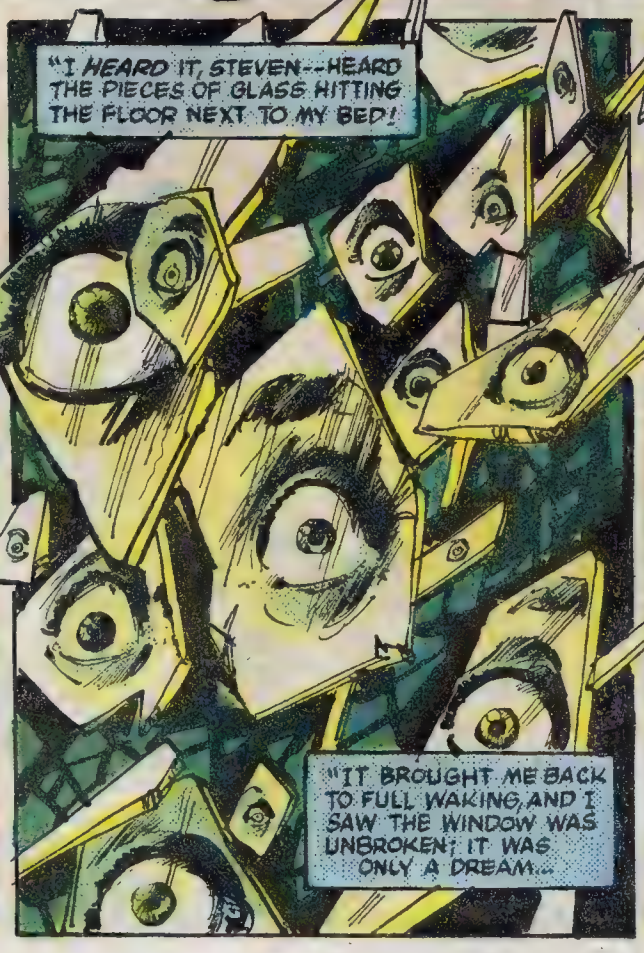
I'M CONVINCED THAT DREAMING IS AN UNPLUMBED PHENOMENON OF THE MIND!
DREAMING MAY BE THE KEY TO ALL THE POWERS OF THE MIND THAT SO MANY HAVE FANTASIZED ABOUT--ESP, PRECOGNITION, TELEKINESIS! WHAT IF ALL THESE ABILITIES COULD BE *TAPPED* IN THE DREAM-STATE--
--IF ONLY ONE WERE CONSCIOUS TO CONTROL THEM?

PETER, YOU MAY BE ONTO SOMETHING, BUT--
WAIT! JUST LET ME DESCRIBE ONE DREAM--AND *THEN* DECIDE IF I'M CRAZY! IT'S NO SECRET I'VE BEEN OBSESSED WITH MORPHEUS EVER SINCE HE TRIED TO KILL ME, NOR IS THAT ABNORMAL.


"I WOULD THINK ABOUT HIM AS I DRIFTED OFF TO SLEEP--OR *JITTERED* OFF, STILL ON EDGE BUT TIRED--IMAGINING HOW HE WOULD COME FOR ME THE *NEXT* TIME..."

"IN THE TWILIGHT STAGE BETWEEN WAKING AND SLEEP, I HAD A DREAMLET--A VIVID HYPNAGOGIC HALLUCINATION...
"...OF MORPHEUS HOVERING OUTSIDE THE WINDOW HE'D HAVE TO SHATTER TO REACH ME.

"AND AS THE EBON ENERGY RIPPED FROM HIS EYES TO BLAST THE WINDOW--


"I *HEARD* IT, STEVEN--HEARD THE PIECES OF GLASS HITTING THE FLOOR NEXT TO MY BED!
"IT BROUGHT ME BACK TO FULL WAKING, AND I SAW THE WINDOW WAS UNBROKEN; IT WAS ONLY A DREAM...

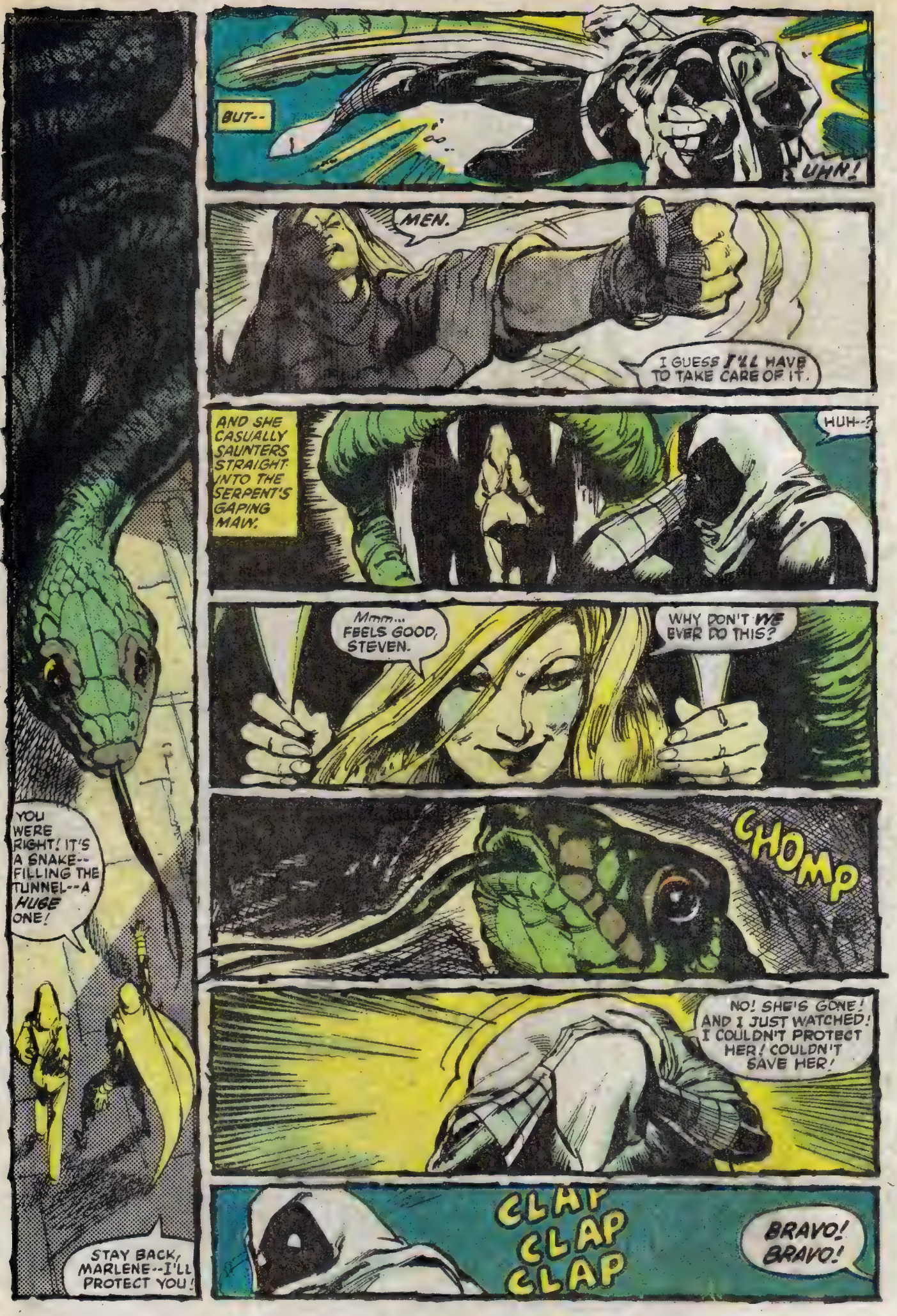
"...BUT ON THE FLOOR WERE THE SHARDS OF A WATERGLASS I'D LEFT ON THE WINDOW-SILL. THE WINDOW WAS CLOSED. THERE WAS NO DRAFT."

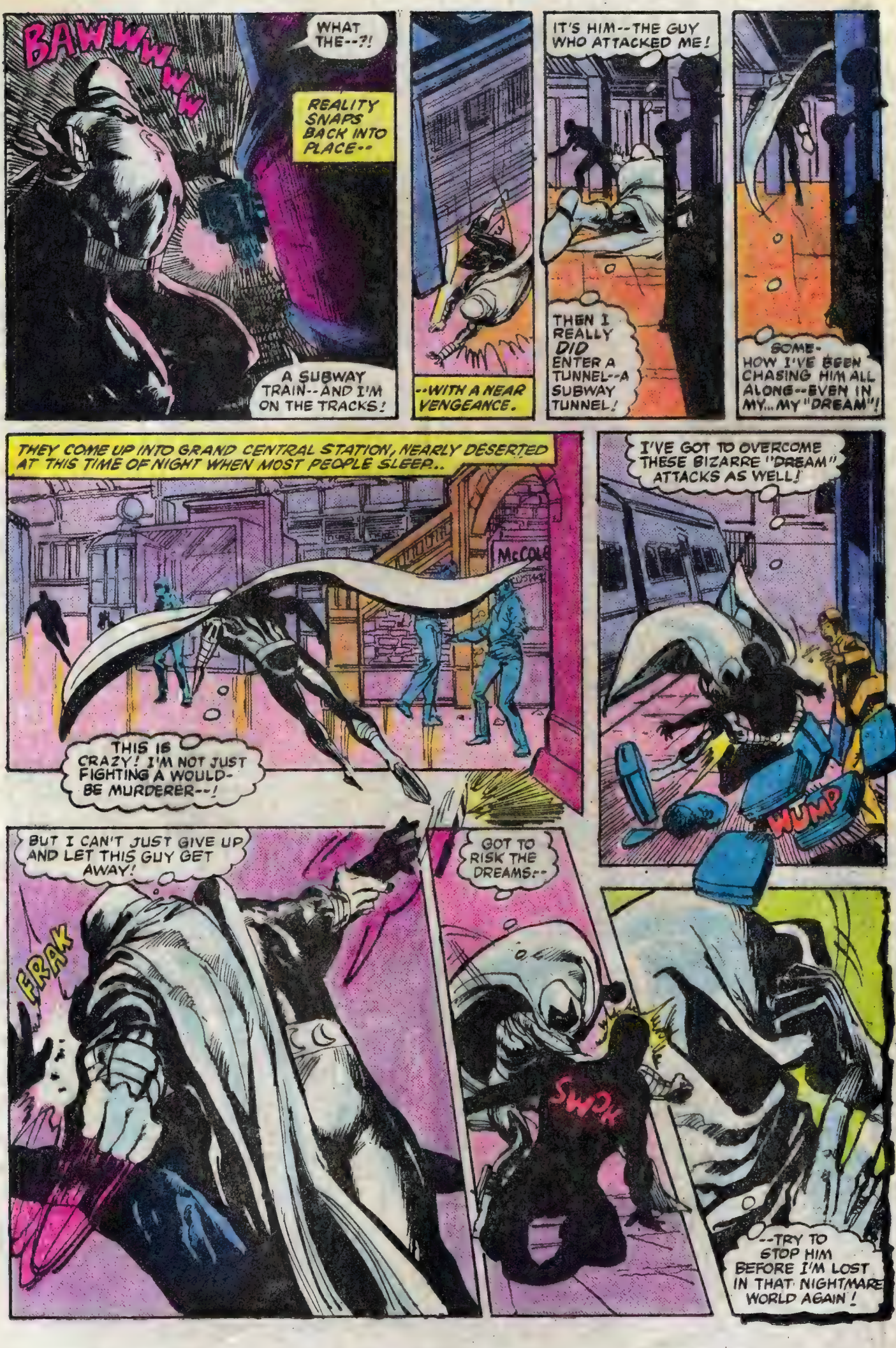
AND YOU THINK IT WAS TELE-KINESIS, TRIGGERED BY YOUR DREAM. LISTEN, WHY DON'T YOU GO UP TO MY HOUSE IN MAINE FOR A REST? I'LL JOIN YOU SOON.
THAT NIGHT, GRANT WATCHES MARLENE AND HER BROTHER DEPART FOR MAINE IN A CAR DRIVEN BY MOON KNIGHT'S AIDE, FRENCHIE...
DRIVE CAREFULLY!
NOW FOR A CLOSER CHECK ON MORPHEUS...
IT WASN'T HE WHO ATTACKED ME, BUT PETER'S NIGHTMARES ADD THE LAST COIN-CIDENCE--THE ONE THAT BREAKS LITTE NEMO'S BACK.
IT'LL TAKE ABOUT THREE OR FOUR HOURS, FRENCHIE?
OUI, MARLENE--IF WE ARE LUCKY.
SURE YOU DON'T NEED ANY HELP WITH THE DRIVING?
AH... NO, MON AMI, I AM FINE.
WELL, WAKE ME UP IF YOU CHANGE YOUR MIND--RIGHT NOW, I'M FEELING A BIT DROWSY...
OF COURSE, PETER. SLEEP--YOU NEED THE REST.
AND, AS PETER ALRAUNE DOZES, FRENCHIE STIFFENS AT THE WHEEL...
SKREEEE
...AND SWERVES WILD-LY TO AVOID THE HIDEOUS MONSTER SLITHERING FROM THE MOUTH OF THE TUNNEL.

FRENCHIE! WHAT ARE YOU--
LOOK OUT! WE'RE GOING TO--
SKRAK!!
LATER, AT THE MANHATTAN RESEARCH HOSPITAL...
MOP, MOP, MOP-- ALL'S I DO IS MOP!
THE DOCS AROUND HERE, HE SEZ, DON'T LIKE NO DIRT NOWHERE'S. Hmph!
THERE HE IS, STILL STRAPPED TO THE BED...
ARE YOU AWAKE, DEMON--?
CAN YOU HEAR ME DOWN THERE IN THE DARKNESS OF YOUR DREAMS?
DID YOU CAUSE ME TO BE ATTACKED LAST NI--
SHREKT
AGH! MY ARM!

KRAK
CHUD
THE DARK CLAD FIGURE FLEES.
SILVERY MOON KNIGHT PURSUES.
HERE'S WHERE I GAIN SOME TIME ON HIM...
... BY SPREADING MY GLIDER-CAPE...
... AND--
WHAT--?!
A WET BLACK CURTAIN DESCENDS...
AND MOON KNIGHT FLOATS ABOVE A NIGHTMARE LANDSCAPE: NEW YORK CITY IN SMOKING RUINS, BLASTED TO RUBBLE.
SUNGLASSES! GET YER SUNGLASSES RIGHT HERE! BABY IT'S DARK OUTSIDE--
--BUT THOSE NUKE FLASHES CAN BE REAL GRIEF ON THE RETINA!
SUNGLASSES
LINE

HEY, BUDDY.
HOW'S THE LUNAR LUNATIC BIZ?
HOW'S MARLENE, HM? STILL FOXY AFTER ALL THESE YEARS?
WATCH HER. SHE SHADOWS ME IN THE MIRROR, YOU KNOW.
UH... YES.
GOODBYE NOW.
I MUST ENTER THIS TUNNEL.
BUT INSIDE, PAST THE HULKS OF WRECKED AND ABANDONED CARS, AND AROUND A CURVE--
8.5
7.5
NO. 5
THE LOVELY LADY IN THE CHARTREUSE BIKINI GETS AN 8.5--STRICTLY OLYMPIC SCORING, YOU UNDERSTAND.
WAIT! YOU'RE MY WHITE KNIGHT! YOU MUST RESCUE ME FROM THIS SORDID FIASCO!
SURE-- RIGHT THIS WAY.
THE BLACK THINGS ATTACK, SCREAMING.
INTO THAT TUNNEL UP AHEAD-- BATS HATE CAVES!
HONESTLY, STEVEN, BLOOMINGDALES HAD NOTHING BUT MOLDY COPIES OF WOMEN'S WEAR DAILY AND SNAKES.
MARLENE? YOU CHANGED! SNAKES--?

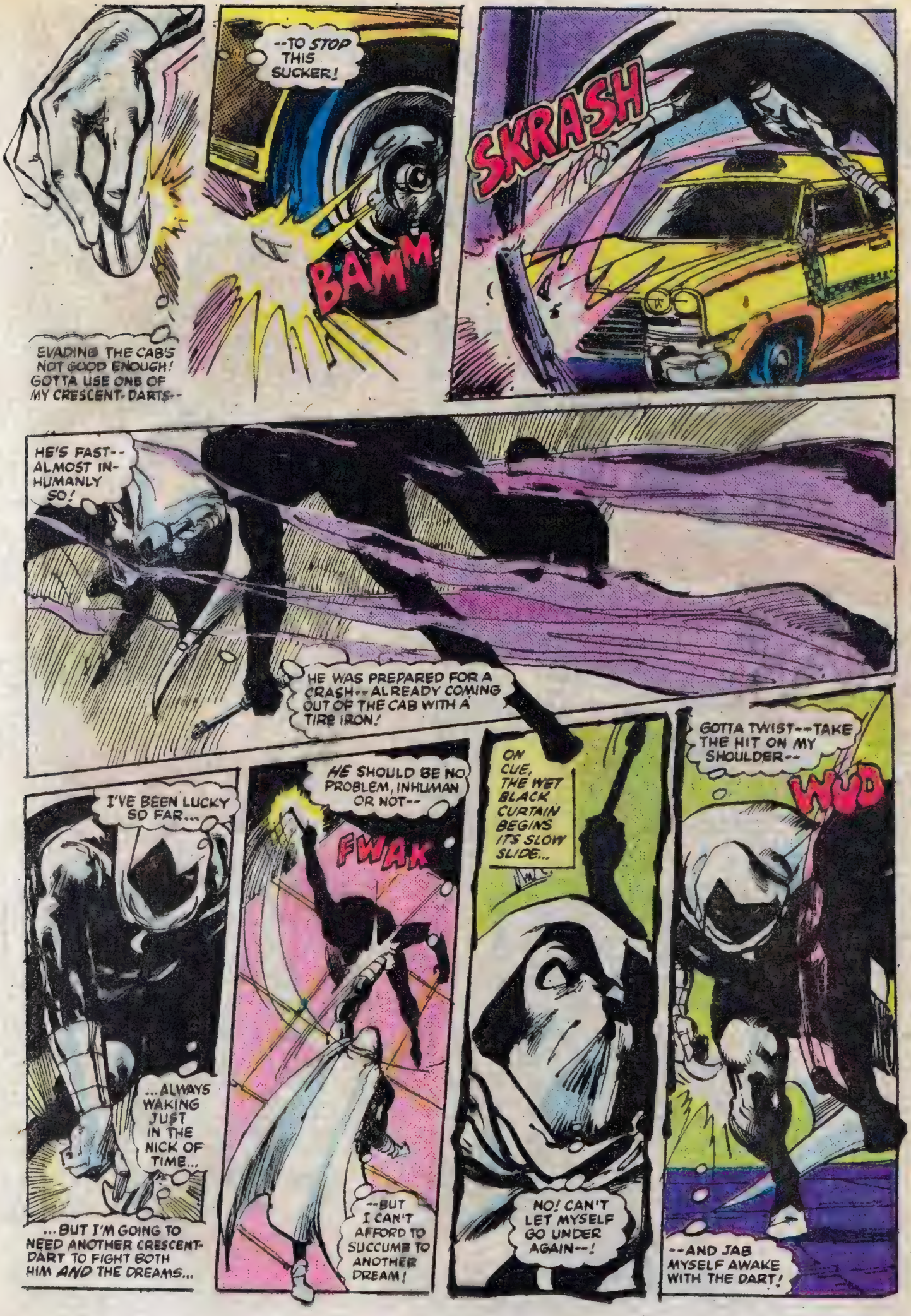

BUT--
UHN!
MEN.
I GUESS I'LL HAVE TO TAKE CARE OF IT.
AND SHE CASUALLY SAUNTERS STRAIGHT INTO THE SERPENT'S GAPING MAW.
HUH--?
Mmm... FEELS GOOD, STEVEN.
WHY DON'T WE EVER DO THIS?
CHOMP
NO! SHE'S GONE! AND I JUST WATCHED! I COULDN'T PROTECT HER! COULDN'T SAVE HER!
CLAP CLAP CLAP
BRAVO! BRAVO!
YOU WERE RIGHT! IT'S A SNAKE-- FILLING THE TUNNEL--A HUGE ONE!
STAY BACK, MARLENE--I'LL PROTECT YOU!

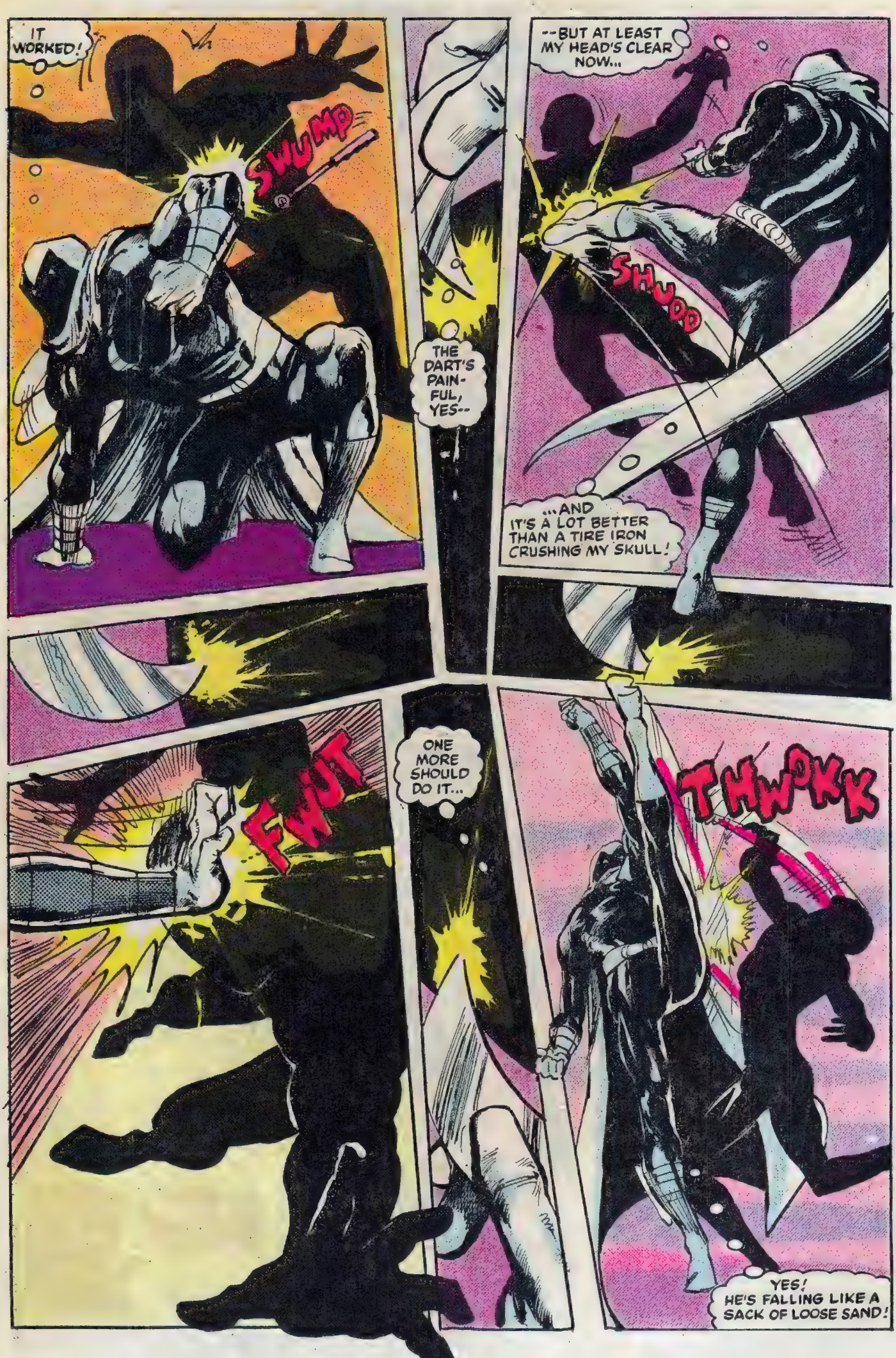

BAWWWWW
WHAT THE--?!
REALITY SNAPS BACK INTO PLACE--
A SUBWAY TRAIN--AND I'M ON THE TRACKS!
--WITH A NEAR VENGEANCE.
IT'S HIM--THE GUY WHO ATTACKED ME!
THEN I REALLY DID ENTER A TUNNEL--A SUBWAY TUNNEL!
SOME-HOW I'VE BEEN CHASING HIM ALL ALONG--EVEN IN MY...MY "DREAM"!
THEY COME UP INTO GRAND CENTRAL STATION, NEARLY DESERTED AT THIS TIME OF NIGHT WHEN MOST PEOPLE SLEEP..
THIS IS CRAZY! I'M NOT JUST FIGHTING A WOULD-BE MURDERER--!
I'VE GOT TO OVERCOME THESE BIZARRE "DREAM" ATTACKS AS WELL!
WUMP
BUT I CAN'T JUST GIVE UP AND LET THIS GUY GET AWAY!
FRAK
GOT TO RISK THE DREAMS--
SWOK
--TRY TO STOP HIM BEFORE I'M LOST IN THAT NIGHTMARE WORLD AGAIN!

Uhn! TOO CARELESS!
HE'LL GET AWAY IF HE REACHES THAT TRAIN--!
UNLESS...
WHUD
KLONG
ALL RIGHT, YOU PIECE OF SLIME, I'VE GOT YOU NOW!
COME ON OUT AND--
BUT AGAIN THE STIFFENING, THE HAZY DARKNESS...
YOU'VE HAD IT, MOON KNIGHT!
YES, WE MADE YOU WHAT YOU ARE-- SELF-DESTRUCTIVE--AND WE CAN DESTROY YOU JUST AS EASILY!
GET HIM BOYS!
NO... NO!
WE'RE YOUR GREATEST FEAR, REMEMBER?
KLUB!

STAY BACK, GRANT! I DON'T WANT TO HURT YOU!
Uhn!
IZZAT WHY YA TOOK HIM OUT WITH ONE PUNCH, YA COSTUMED FREAK?
WELL, YOU'RE GONNA FIND ME A TOUGHER NUT TO CRACK THAN DADDY BIGBUCKS WAS!
THINK YOU'RE BETTER THAN US, DON'TCHA? ALWAYS USIN' US TO DO YOUR DIRTY WORK! WELL, THIS IS ONE TIME--
SKWATCH
SORRY, LOCKLEY--BUT FIGHTING MY-- SELF IS TOO CRAZY TO TAKE...
MMMPH!
IT'S GOT TO STOP!
BASH
CHUMP
NOT BAD, MOON KNIGHT...
I'VE ALWAYS BEEN BETTER!
BUT I'M BETTER!
THAT'S BECAUSE I'M MARC SPECTOR! REMEMBER HIM?
I'M THE ONE YOU TURNED YOUR BACK ON--
--THE ONE YOU'VE BEEN TRYING TO ESCAPE!
I'M THE SKIN THAT WAS GOOD ENOUGH TO LIVE IN FOR 20-ODD YEARS...
BUT THE MINUTE YOU FOUND SCRUPLES I SUDDENLY BECAME TOO CALLOUS, TOO RUTHLESS--TOO UNPRINCIPLED!

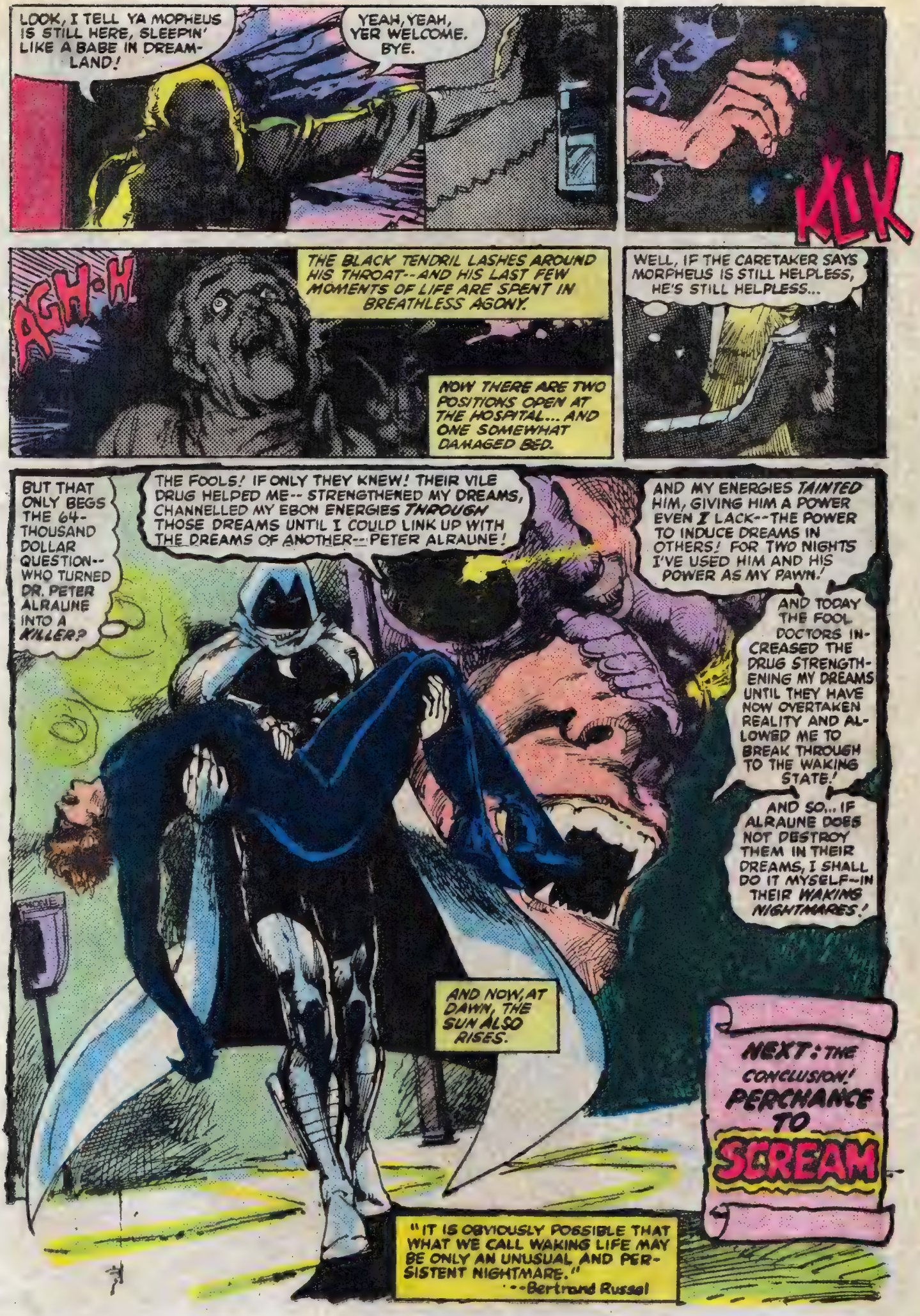
WELL, YOU'RE RIGHT, MOON KNIGHT! I AM TOO CUNNING FOR YOU TO LIVE WITH! I DON'T THINK-- I ACT!
MY BESTIAL INSTINCTS ARE SIMPLY TOO FAST FOR YOU--
--MY METHODS OF SURVIVAL TOO SAVAGE--
--AND SO YOU'LL JUST HAVE TO DIE!
BLASH
NOOO!!
I WON'T TAKE IT ANYMORE!
CHAT
I'M ME! I'M MOON KNIGHT!
AND I WON'T BE DESTROYED BY MY THREE OTHER SELVES!
SWAK SWOK SWAK
VRAOWWW
WHAT THE--? DUMMIES--STORE MANIKINS! IT WAS JUST ANOTHER DREAM--!
AND THAT CAB ROARING DOWN ON ME--LOCKLEY'S CAB-- MY CAB!
DRIVEN BY THE GUY I WAS CHASING--THE ONE WHO'S TRYING TO KILL ME!


EVADING THE CAB'S NOT GOOD ENOUGH! GOTTA USE ONE OF MY CRESCENT-DARTS--
--TO STOP THIS SUCKER!
BAMM
SKRA-SH
HE'S FAST--ALMOST INHUMANLY SO!
HE WAS PREPARED FOR A CRASH--ALREADY COMING OUT OF THE CAB WITH A TIRE IRON!
I'VE BEEN LUCKY SO FAR...
...ALWAYS WAKING JUST IN THE NICK OF TIME...
...BUT I'M GOING TO NEED ANOTHER CRESCENT-DART TO FIGHT BOTH HIM AND THE DREAMS...
HE SHOULD BE NO PROBLEM, INHUMAN OR NOT--
FWAK
--BUT I CAN'T AFFORD TO SUCCUMB TO ANOTHER DREAM!
ON CUE, THE WET BLACK CURTAIN BEGINS ITS SLOW SLIDE...
NO! CAN'T LET MYSELF GO UNDER AGAIN--!
GOTTA TWIST--TAKE THE HIT ON MY SHOULDER--
WUD
--AND JAB MYSELF AWAKE WITH THE DART!


IT WORKED!
SWUMP
THE DART'S PAIN-FUL, YES--
--BUT AT LEAST MY HEAD'S CLEAR NOW...
SHUDD
...AND IT'S A LOT BETTER THAN A TIRE IRON CRUSHING MY SKULL!
FWUT
ONE MORE SHOULD DO IT...
THWOKK
YES! HE'S FALLING LIKE A SACK OF LOOSE SAND!

AT THE ENTRANCE TO THE HOLLAND TUNNEL, AN AMBULANCE HAS FINALLY CUT THROUGH THE PRE-DAWN GLOOM...
PETER! WHERE'S PETER--? WHERE'S MY BROTHER?!
I REALLY DON'T KNOW WHAT YOU'RE TALKING ABOUT, LADY...
YOU AND YOUR FRENCH FRIEND WERE THE ONLY ONES IN THE CRASHED CAR.
NOW FOR THE HOOD... AND THE FACE UNDER-NEATH...
IF HE'S NOT MORPHEUS-- AND HE'S NOT--IT'S GOING TO FEEL REAL GOOD TO SEE WHO HE IS...
PETER--?!!
THE MAN WHO'S BEEN TRYING TO KILL ME FOR TWO NIGHTS RUNNING IS MARLENE'S BROTHER-- PETER ALRAUNE!

AT THE RESEARCH HOSPITAL...
GEEZ, DO I HAVTA MOP IN THERE? THAT ROOM GIVES ME THE WILLIES!
YOU WANNA KEEP YER NEW JOB LONGER'N A WEEK, KID? OR DO YA WANNA GET BOUNCED RIGHT N--
RRRIINNGGG
GET IN DERE AN' MOP, KID-- I GOTTA ANSWER THE PHONE. AND DON'T WORRY ABOUT IT.'
THEY JUST UPPED THE DOSE OF THAT PHRINE STUFF TO DOUBLE TODAY--THE FREAK'S WAY OFF IN DREAMLAND.
CRIPES, THIS IS A CREEPY JOB-- WISH THEY'D UP A DOUBLE DOSE OF NERVES FOR ME...
YEAH, SURE I'M SURE! I JUST SENT MY PARTNER IN THERE TO SWAB THE FLOOR...
AT LAST...
HUH--? WHU--?! OH NO... NO!!
EBON ENERGY RIPPLES AND CRACKLES ALONG HIS NIGHTMARISHLY DISFIGURED BODY, EFFORTLESSLY MELTING THE LEATHER RESTRAINING STRAPS...
AGH'H
AT LAST I'M FREE!
AND THE NEW KID IS OUT OF A JOB FOR GOOD.


LOOK, I TELL YA MOPHEUS IS STILL HERE, SLEEPIN' LIKE A BABE IN DREAM-LAND!
YEAH, YEAH, YER WELCOME. BYE.
KLIK
AGH-H
THE BLACK TENDRIL LASHES AROUND HIS THROAT--AND HIS LAST FEW MOMENTS OF LIFE ARE SPENT IN BREATHLESS AGONY.
NOW THERE ARE TWO POSITIONS OPEN AT THE HOSPITAL... AND ONE SOMEWHAT DAMAGED BED.
WELL, IF THE CARETAKER SAYS MORPHEUS IS STILL HELPLESS, HE'S STILL HELPLESS...
BUT THAT ONLY BEGS THE 64-THOUSAND DOLLAR QUESTION--WHO TURNED DR. PETER ALRAUNE INTO A KILLER?
THE FOOLS! IF ONLY THEY KNEW! THEIR VILE DRUG HELPED ME-- STRENGTHENED MY DREAMS, CHANNELLED MY EBON ENERGIES THROUGH THOSE DREAMS UNTIL I COULD LINK UP WITH THE DREAMS OF ANOTHER--PETER ALRAUNE!
AND MY ENERGIES TAINTED HIM, GIVING HIM A POWER EVEN I LACK--THE POWER TO INDUCE DREAMS IN OTHERS! FOR TWO NIGHTS I'VE USED HIM AND HIS POWER AS MY PAWN!
AND TODAY THE FOOL DOCTORS IN-CREASED THE DRUG STRENGTH-ENING MY DREAMS UNTIL THEY HAVE NOW OVERTAKEN REALITY AND AL-LOWED ME TO BREAK THROUGH TO THE WAKING STATE!
AND SO... IF ALRAUNE DOES NOT DESTROY THEM IN THEIR DREAMS, I SHALL DO IT MYSELF--IN THEIR WAKING NIGHTMARES!
PHONE
AND NOW, AT DAWN, THE SUN ALSO RISES.
NEXT: THE CONCLUSION! PERCHANCE TO SCREAM
"IT IS OBVIOUSLY POSSIBLE THAT WHAT WE CALL WAKING LIFE MAY BE ONLY AN UNUSUAL AND PER-SISTENT NIGHTMARE."
--Bertrand Russel

UNDER THE TIMELESS GAZE OF THE ANCIENT EGYPTIAN GOD, MORE THAN MARC SPECTOR HAVE KNOWN THE POWER OF KHONSHU...
TALES OF KHONSHU

moon over Alamein

October 1942
El Alamein, Egypt

Dear Meg,

Well, I'm seeing the front now for sure, I am. Nothing here but the dreary sands of North Africa for hundreds of miles. Rommel can't outflank us because the sea's to the north and there's a salt marsh and cliffs down south of here. So if he wants the canal at Suez, he'll have to push straight through our lines. We're not about to let him do that now, are we, luv? Kiss Mum, won't you?

Ezzie

AT NIGHT THE DESERT TERRAIN SEEMS TO MIRROR THE MOONSCAPE ABOVE. IT IS OMINOUS, EMPTY, POCKED WITH CRATERS AND HILLOCKS. IT IS TIMELESS, A MYSTERY.

DON'T MUCH GO FOR MIDNIGHT SCOUTING. IN THE DARK, EVEN YOUR OWN MEN CAN MAKE A BLOODY MISTAKE ABOUT YOU.

KNOW WHAT YA' MEAN, DAVEY.

ALAN ZELENETZ .....STORY
GREG LA ROCQUE..PENCILS
JOE ALBELO .....INKS
RICK PARKER.....LETTERS
CHRISTIE SCHEELE....COLORS
DENNY O'NEIL.....EDITOR
JIM SHOOTER..... CHIEF

DAVEY WADLER AND EZZIE O'GOURKE, CRACK SOLDIERS OF ENGLAND'S EIGHTH ARMY...

YOU CAN ALMOST HEAR THE NAZIS SNORING AWAY, WHAT, DAVEY?

THEY DON'T SEEM UP TO MUCH JUST NOW.

MIND THAT LIGHTER ALL THE SAME. CAN'T BE TOO CAUTIOUS, Y' KNOW.

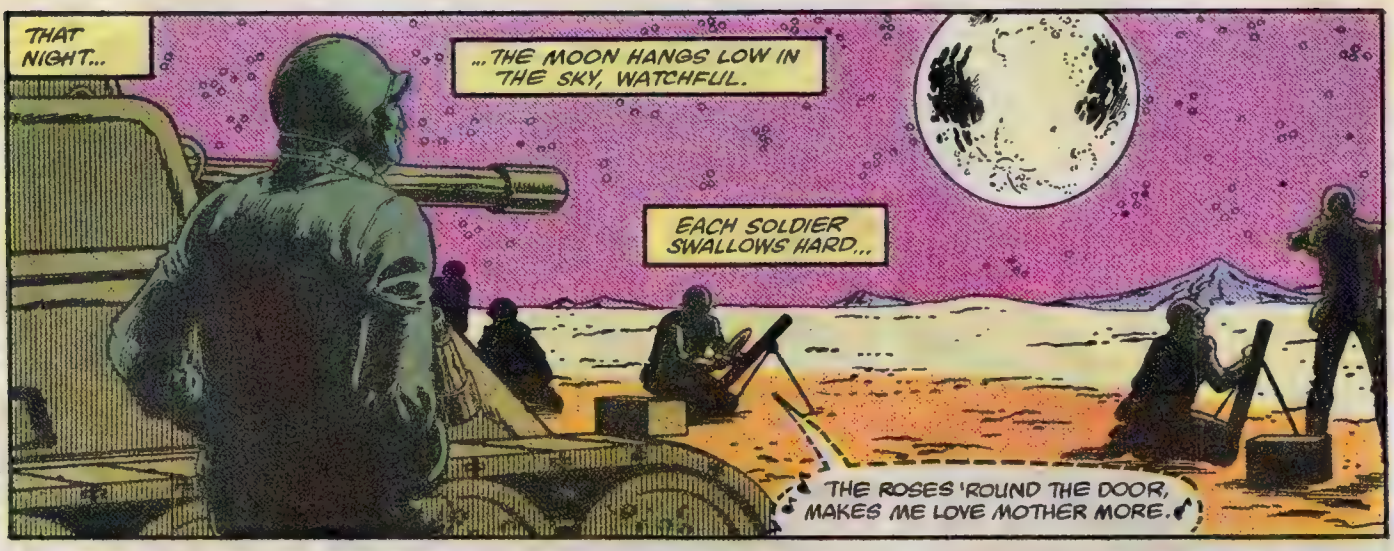
DON'T GO WORRYIN', EZZIE -- PUFF -- NO ONE'LL SPOT IT.

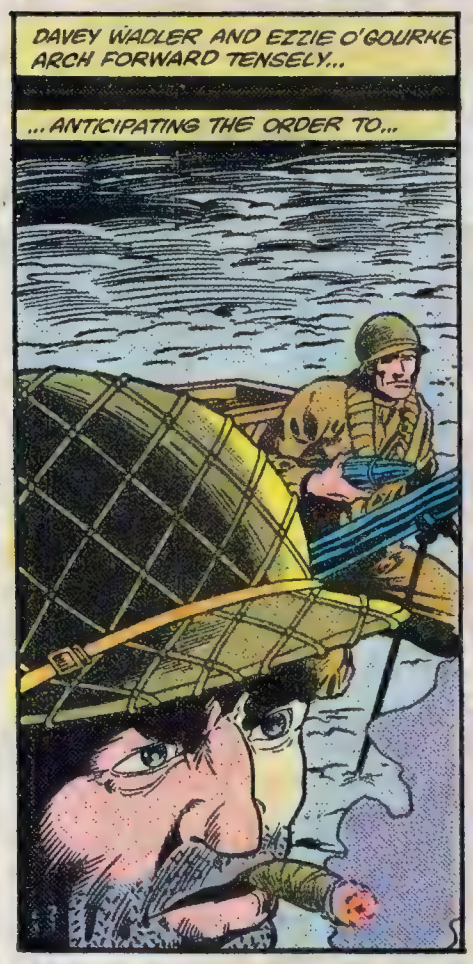
THEY MOVE SLOWLY, CAREFULLY, THEN...
LOOK, DAVEY! WHAT D'YA THINK MIGHT BE IN THERE?
'OW DO I KNOW? LET'S HAVE A LOOK FOR OURSELVES.
RIGHT. I'LL GIVE US SOME LIGHT.
IT SEEMS TO LEAD DOWNWARDS UNDER THE SANDS. IT'S SPOOKY, IT IS.
THEY MAKE THEIR WAY DELIBERATELY...
...NOISELESSLY.
THEN...
HOLY MO...!
WHAT THE 'ELL?!
IT'S SOME KIND OF TOMB!
Dear Meg,
...I don't know how to describe it. Thousands of years old. It had clearly been broken into before us, but, still, here we stood after centuries! It runs underground for miles, long tunnels and tomb upon tomb...

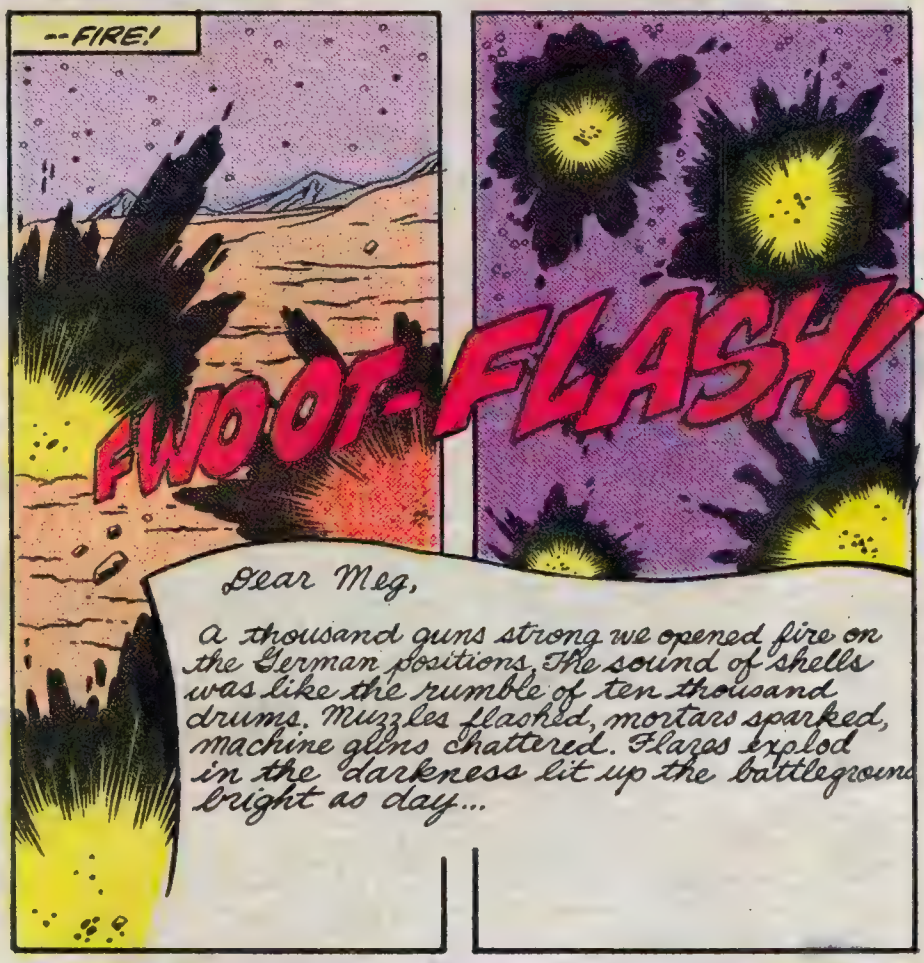
HEY, DAVEY, SEE WHAT I FOUND HERE!
WONDER WHO THIS CHAP IS? GRIM, ISN'T HE?
I'M EZZIE O'GOURKE AND THIS HERE'S MY BUNKMATE, DAVEY. WE'RE LADS OF THE EIGHTH...
...HE DOESN'T SEEM IN MUCH OF A TALKING MOOD.
WELL, I SURE HOPE HE'S ON OUR SIDE!
UNDER THE FLASHLIGHT BEAM THE FORBIDDING FIGURE GUSTENS, SILVERY WHITE, FOR THE FIRST TIME IN MILLENIA.
WHO ARE THESE MEN?
WHAT DO THEY WANT OF KHONSHU... GOD OF THE MOON...?
...ANCIENT GUARDIAN OF EGYPT AND PRESERVER OF THE NILE?
WHAT GOOD'S A STATUE CARVED IN THE WALL, EZZIE?
SOME OF THIS PORTABLE STUFF COULD BRING US A QUID OR TWO.
HEY, COME OFF O' THAT, DAVEY. HAVE A PITY--WE'RE HERE TO SAVE THIS LAND, NOT SPOIL IT.
WE AREN'T THE BLOOMIN' NAZIS!

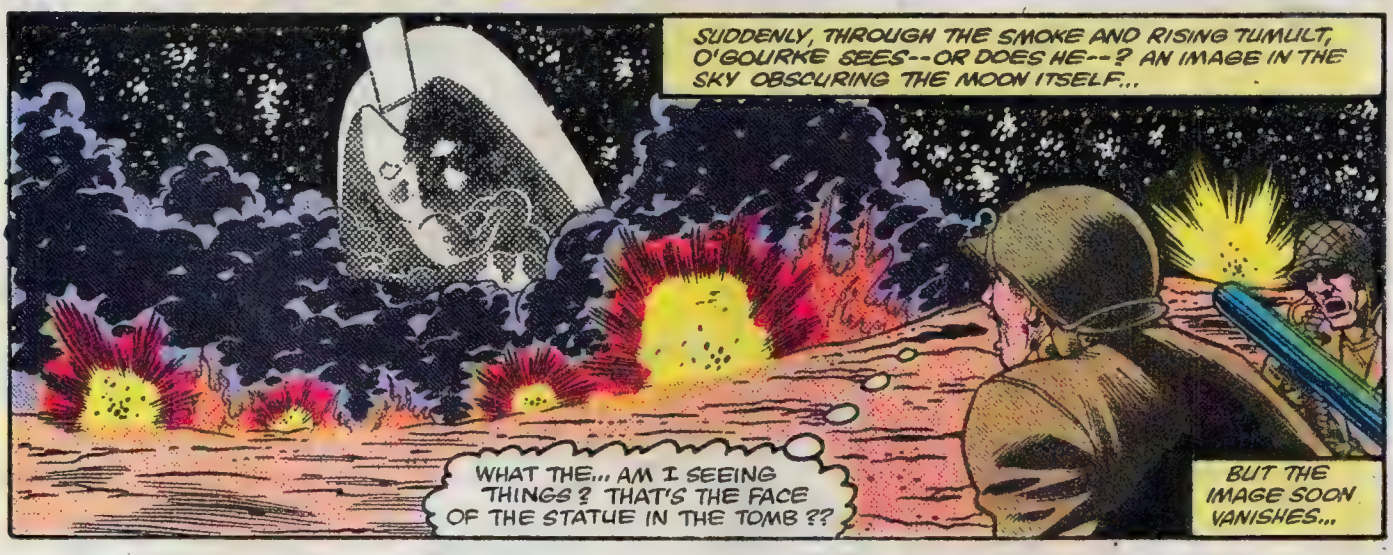
AND AT THAT MOMENT, ALMOST TWO THOUSAND MILES AWAY, AT ADOLF HITLER'S WOLF'S LAIR IN EAST PRUSSIA...
... THE ARYAN WARLORD CONSULTS THE STARS...
THE MOON IS IN THE PROPER CONJUNCTION, AS I PREDICTED!
HA! SUCH A MAN AS I APPEARS ONCE IN A THOUSAND YEARS!
I SHALL SURPASS EVEN ALEXANDER!
BUT, FUEHRER, SHOULD WE NOT PULL BACK OUR DESERT TROOPS?
WHAT?! WHERE THE GERMAN SOLDIER SETS FOOT, THERE HE REMAINS! I FORBID ANY WITHDRAWAL!
I AM PERSONALLY CONDUCTING THIS BATTLE! FIRST WE TAKE SUEZ, THEN THE OIL-FIELDS, THE ENTIRE MIDDLE EAST! HAVE NO PITY!
AFTERWARDS, THE SOVIET UNION, BRITAIN, THE UNITED STATES!
NEXT MORNING, EL ALAMEIN...
Dear Meg, Two years ago the Germans were beating the Hell out of us, now it's up for grabs. Tonight's the night...
WHEN WE ASSUMED COMMAND, WE SAID THAT THE MANDATE WAS TO DESTROY ROMMEL AND HIS ARMY.
WE'RE READY TONIGHT TO HIT THEM RIGHT OUT OF AFRICA.

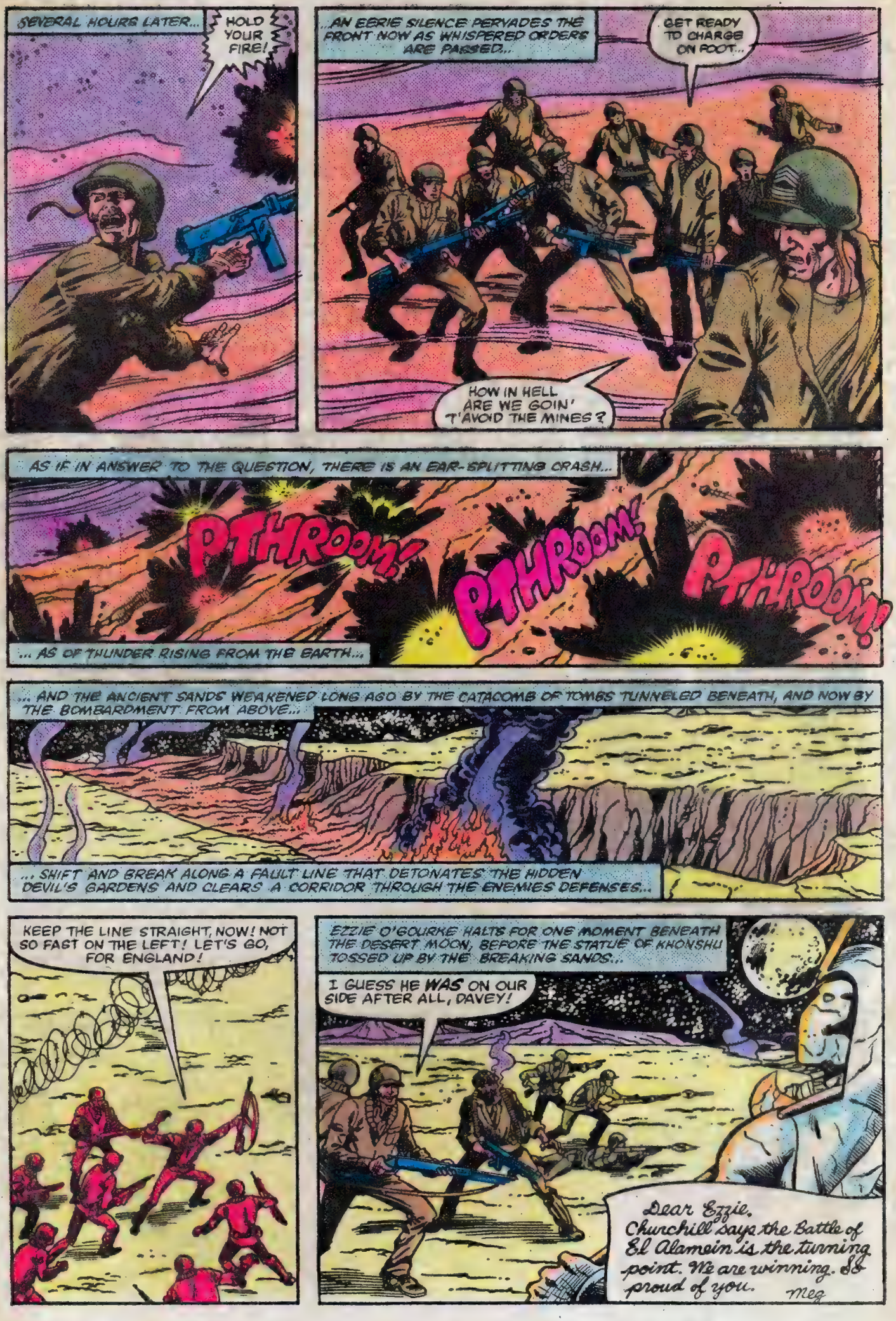
WELL, TONIGHT'S THE NIGHT, DAVEY.
AND IT'S GOIN' TO BE A PIECE OF CAKE, ESPECIALLY DRIVIN' A CORRIDOR THROUGH THE...
"...NAZI GARDENS!"
HERE ARE YOUR "SEEDLINGS." GENERAL ROMMEL WANTS HIS GARDENS PLANTED, SHOULD DEFENSE BECOME NECESSARY. TO WORK IMMEDIATELY!
ALL THROUGH THE AFTERNOON, THE FRONT-LINE NAZI TROOPS SOW THEIR DEVIL'S GARDEN OF DESTRUCTION...
...PARCHED SANDS THAT HAVE NEVER YIELDED LIFE GROW SUDDENLY RIPE WITH MINES OF DEATH.
FOR THE ENGLISH TO GAIN OUR SIDE, THEY WILL FIRST HAVE TO CLEAR A PASSAGE. BUT THEY DO NOT KNOW WHERE OUR MINES ARE BURIED...
BOOM!
SPLAM!
...IF A SOLDIER TOUCHES THE GROUND ABOVE A MINE, GOOD-BYE, ENGLISHMAN!


THAT NIGHT...
...THE MOON HANGS LOW IN THE SKY, WATCHFUL.
EACH SOLDIER SWALLOWS HARD...
THE ROSES 'ROUND THE DOOR, MAKES ME LOVE MOTHER MORE.


DAVEY WADLER AND EZZIE O'GOURKE ARCH FORWARD TENSELY...
...ANTICIPATING THE ORDER TO...


--FIRE!
FWOOT-FLASH!
Dear Meg,
A thousand guns strong we opened fire on the German positions. The sound of shells was like the rumble of ten thousand drums. Muzzles flashed, montars sparked, machine glns chattered. Flares explod in the darkness lit up the battlegroun bright as day...


SUDDENLY, THROUGH THE SMOKE AND RISING TUMULT, O'GOURKE SEES--OR DOES HE--? AN IMAGE IN THE SKY OBSCURING THE MOON ITSELF...
WHAT THE... AM I SEEING THINGS? THAT'S THE FACE OF THE STATUE IN THE TOMB??
BUT THE IMAGE SOON VANISHES...


SEVERAL HOURS LATER...
HOLD YOUR FIRE!
...AN EERIE SILENCE PERVADES THE FRONT NOW AS WHISPERED ORDERS ARE PASSED...
GET READY TO CHARGE ON FOOT...
HOW IN HELL ARE WE GOIN' T'AVOID THE MINES?
AS IF IN ANSWER TO THE QUESTION, THERE IS AN EAR-SPLITTING CRASH...
PTHROOM!
PTHROOM!
PTHROOM!
... AS OF THUNDER RISING FROM THE EARTH...
... AND THE ANCIENT SANDS WEAKENED LONG AGO BY THE CATACOMB OF TOMBS TUNNELED BENEATH, AND NOW BY THE BOMBARDMENT FROM ABOVE...
... SHIFT AND BREAK ALONG A FAULT LINE THAT DETONATES THE HIDDEN DEVIL'S GARDENS AND CLEARS A CORRIDOR THROUGH THE ENEMIES DEFENSES...
KEEP THE LINE STRAIGHT, NOW! NOT SO FAST ON THE LEFT! LET'S GO, FOR ENGLAND!
EZZIE O'GOURKE HALTS FOR ONE MOMENT BENEATH THE DESERT MOON, BEFORE THE STATUE OF KHONSHU TOSSED UP BY THE BREAKING SANDS...
I GUESS HE WAS ON OUR SIDE AFTER ALL, DAVEY!
Dear Ezzie, Churchill says the Battle of El Alamein is the turning point. We are winning. So proud of you. Meg

KNIGHT MAIL

c/o MARVEL COMICS GROUP
575 Madison Avenue
New York, New York 10022

DENNIS O'NEIL
EDITOR
RALPH MACCHIO
ASSISTANT EDITOR

Dear Doug and Bill,

First of all, congratulations on MK #19. This is yet another fantastic issue in a remarkable string of thoroughly enjoyable comics. I am, however, a decided Bill Siekiewicz buff, and feel that he should both pencil and ink the book.

As for what I'd like to see in future issues – the idea of variety is a good one. Use all of Moonies identities to their fullest potential. I prefer moody psychological thrillers to super-villains, but use both for a good balance. When you do have villains, I hope they can be as unique and many-faceted as Bushman, Midnight Man and Morpheus.

I've always loved continued storylines in action books, but MK seems more suited to the impact provided by short stories. And I'd like to see new supporting characters introduced, who could also supply some interesting sub-plots. Superhero team-ups, and especially crossovers with other books like DAREDEVIL, would be be welcome.

Well, that's all for now. Let me just say that the effort put into this book by you guys does not go unappreciated. Moon Knight has rekindled my love for great comics, and I thank you for that. Keep it up!

Greg Magarian
2215 E. Menlo Blvd
Shorewood, WI 53211

Dear Doug and Bill,

Congratulations for creating the most exciting new character in comics today. It's hard to contain my unbridled enthusiasm for MOON KNIGHT. *I love it!* Doug's been my favorite writer since his MASTER OF KUNG FU masterpieces, and I think he's going to surpass even his substantial achievement with Shang-Chi here in MK. Doug's handling of Moonie's complex character and the supporting cast is excellent. I particularly like Detective Flint. Keep him around for a while. Moon Knight's forté is realism, so be sure to keep him down in the gutter fighting villains like Bushman and Xenos.

Bill's pencils suit MK to a "T" and they keep improving. I applaud the changes implemented with the new format, as the added pages can only make your great comic even better. I honestly can't think of anything you can do to improve the strip. Keep up the good work, gents – you've award-winning material on your hands.

D. J. Scherpenhuizen
Silvanushof 9
6215 RS Maastricht
THE NETHERLANDS

Thanks for the kind words, D. J. Since you spoke of "creating" we'd just like to mention that MK's co-creator, way back in 1974, was none other than Dandy Don Perlin, penciling maven of the mighty DEFENDERS comic. Don's contribution to the character was substantial and there's no way we'd want to neglect mentioning that.

Dear Denny, Doug and Bill,

I was really impressed with the latest issue. As to your questioning us about the type of stories we prefer, for me the mysterious, action-packed, high advenutre stuff that's been presented in the past few issues is what I prefer. I also like weird supernatural stories, such as ish #5. I always enjoyed your WEREWOLF-BY-NIGHT stories, Doug. In fact. how about having ol' furry Jack and friend Topaz appear for a guest shot here in MOON KNIGHT?

Bill, your artwork has had its ups and downs. But you've improved tremendously this issue. And the coloring by Christie Scheele was the best work I've seen her do. The coloring and dot-pattern screens make the book shine in spots, and definitely contributed to the over-all moodiness. All in all, a great book!

Michael Hawkins
543 Stafford Lane
Glen Ellyn, IL 60137

Y'know, Mike, while we don't want to spill the beans on Doug's and Bill's future plans – your suggestion is more than a mite interesting, and we've got a hunch that it's long since occurred to mysterious Moench. But as to whether you'll see WEREWOLF-BY-NIGHT here in MOON KNIGHT, all we can say is keep watching. . . you never know!

Dear Denny,

I would like to say that Moon Knight is the best hero around. He has his own style, and it's fantastic. I like the kinds of stories you guys are doing right now. And guest star some big names, both heroes and villains. . . like Doc Doom or even Spider-Man. Again, I really can't say how much I love MOON KNIGHT. The art is in a class all by itself. Bill Sienkiewicz is the best. The covers have been excellent, too. Keep up the good work.

Michael Sell
Haverton, PA

Friends,

MOON KNIGHT should have theme music. A tense, staccato phrase, followed by a chord in a minor key; a whole rest, and then a cliamactic finale of notes: da-*da!* This comic is more like a 30's serial or pulp magazine than it is like any other Marvel comic. The stories are what count. They've been good: exotic, varying in mood and pace, wacky, bizarre, sometimes flat—but not monotonous. I'd like to see more unsual locales, and I'd also like to see Moon Kight make more use of his abilities as a master of disguise and deception. Now that you have the new format, experiment a little.

Elizabeth Holden
120 Lewis Street, Apt. 2
Ottawa, Ontario
CANADA

Dear Doug, Bill and Denny:

Although I enjoyed MOON KNIGHT #19, what this book needs is more home-based, New York city-street type tales, rather than those set on far away exotic isles. I can't say, though, that I haven't enjoyed the Nimrod Strange epic. Bill's spectacular pencils, in particular, should be commended. As for the villains, let's keep them basically down-to-earth. An occasional costumed one is good now and them, but let's see more streetwise criminals. How about seeing MK tangle with the Green Goblin, or battling Dr. Doom?

MOON KNIGHT is a perfect blend of superb scripting, excellent penciling, astounding inking, and an all-around good job by the entire MK staff.

Curt Meisner
157 Norway Ave
Trenton, NJ 08609

So what'll it be, folks? Elizabeth wants more exotic locales, Curt wants urban stories. . . about the only thing Marveldom Assembled agrees on so far is the villain scene – a mix of gutter rats and glitzy super sorts. Check out this issue's baddy, and don't hesitate to write and let us know your views on the matters Moon Knightian.

Marvel, Inc:

MOONKNIGHT #19 was superbly written, drawn, inked and all. But I'd like to ;say"boo and hiss" to Alan Borgh's letter in the same ish. In his final paragraph, he states, ". . . we are opening the door to barbarianism." Has he taken a good look at the outside world of crime, famine and warfare yet? We are barbarians, already. There's no need for crime, no excuse. But you can't blame it on this book.

Mark Loftus
10 High Manor Drive #7
Henrietta, NY

Dear Moonmaniacs,

Moench and Sienkiewicz step up to the plate. The pitch is thrown for the – wait. That's not a baseball, it's a. . . crescent dart? But MK's dynamic duo swing anyway. What a hit! It's going. . . going. . . gone! Moench and Sienkiewicz do it again! Another homerun! Another score! These guys are incredible! Nineteen times at bat and not a strike out yet (they had a pinch hitter their sixteenth time, though). I don't believe this! A helicopter if hovering over the field, it's dropping a ladder. . . and Doug and Bill are making an exotic exit! Their driver even looks French. . .and there's a beautiful blonde up there, too! Now it's leaving. . . passing the full moon. It looks almost natural up there. Now an oriental is running onto the field—oops, wrong magazine. Well, Moench and Sinky have done it again, driving the fans wild with their excitment, enthusiasm. and extraordinary talent. They're probably heading for their team's bullpen at this very moment, getting ready to hit another homerun. . . or they're going to that blonde's place. Folks, you're seeing history being made here today. Doug and William have a 100% average. Let them never be rained out. Say, anybody know who that white guy with the cape was? Back to you, Denny.

Stu Krull
28 Kettle Creek Rd.
Freehold, NJ 07728

Thanks, Stu – we've just gotta say, this latest mail load has been the best yet. Apparently, we must be doing something right. Stick with us for a real thriller coming up next time around. Until then, gang – over and out!

BULLPEN BULLETIN SPECIAL

STANDARD INTRO. . .

I'm the Editor-in-Chief here, and have I got stuff to tell you. . .

WANT A JOB?

In my last column in *Marvel Fanfare* this month I announced that Marvel is looking for new creative people. Business is booming, and we'd like to expand — but there just plain aren't enough really talented people available! We've always welcomed submissions, but now we're *asking* for them. You'll have to buy or borrow a copy of *Marvel Fanfare #3* to learn the requirements for the various types of submissions appropriate to each of the various comic art disciplines, because I'm *not* going to repeat all that here. It could be worth the $1.25 investment. Marvel creators do very, *very* well.

ALONG THOSE LINES. . .

Last month I said I might explain a little bit about what I look for in a story. Okay. .

First, that it is a *story* and not just a piece of a story, or a string of events. A story, in the simplest possible terms, is a conflict and its resolution. "War Averted" qualifies as a story. So does "Blaze Extinguished". For virtually all stories written involving characters a bit more is required:

—The characters must be introduced.
—Their situation must be established.
—The conflict must be introduced.
—Suspense must be built.
—A climax must be reached.
—A resolution must be achieved.

Little Miss Muffet, War and Peace, and everything in between accomplish this. When I evaluate a story, should one of the essential elements listed above be missing – say, the characters are not introduced properly when they are brought onstage – I immediately suspect that the author of the "story" knoweth not what he ith doing.

Second, I look for how well the story is told. Is the conflict worthwhile? Is the climax exciting? Is the resolution satisfying? Is the plot good? Are there interesting twists and turns? Is there a theme? Is there character development? Is it dramatic? Is it entertaining? This is the really important stuff. It should go without saying that a writer or a prospective writer should know enough to meet the fundamental requirements of a story. It's the power and the passion and drama and characterization that I *really* look for. That's what we want here at Marvel.

REGARDING OUR NEW INCENTIVE PLAN FOR CREATORS. . .

Several people wrote in to ask whether this new incentive plan announced in this column a couple of months back would drive up the prices of our comics. Below is my reply to one of those correspondents:

Dear Mr. Lartz: **February 24, 1982**

We expect that our new incentive payment policy will *help* us hold the price line.

In the past we were obligated to dramatically increase the rates paid to creators annually, to keep up with inflation. Now their "increases" are in their own hands, in effect, because their payment is tied to the sales performance of the books they create. Our payments to them increase *only* when the sales go up. When sales go up, our profits go up too. Why raise prices when we're making money.

Art and Editorial costs are *no longer a factor* affecting the price of our comics.

Best,

Jim Shooter

JS/gw

FROM THE FILES OF J.S. . .

I thought you might be interested in seeing one of my recent jolly little missives to our creative folks. . .

To: Letterers **12/7/81**
Re: Thought Balloons

When you make thought balloons, please make the pointer-bubbles a little bigger. They're getting lost and colored over by the engravers.

You just don't see interoffice correspondence like that at IBM.

AND NOW. . .

Here endeth the epistle. Thanks for reading!

Best.

Jim Shooter

THE HYPE BOX

Get a load of. . .

KA-ZAR #17 — BRUCE JONES and guest-penciler **RON FRENZ** have come up with the guaranteed most off-beat tale of the year as Ka-Zar, Shanna, Zabu, and private-eye Scott Brannigan (who?) engage in a multi-level adventure that fandom'll be talking about for months to come!

PETER PARKER, THE SPECTACULAR SPIDER-MAN #69 — You demanded it (and how!) – you got it (and how!): the return of ***Cloak and Dagger!***

MARVEL TEAM-UP #120 — Spider-Man teams up with the swashbucking hero of the 1930's, ***Dominic Fortune!*** Only Dom is now in his *seventies!* What's he been up to? Read it and find out!

WHAT IF #34 — The Marvel Universe will never be the same after this special *all humor* issue featuring a zillion short spoofs on ourselves by a multitude of contributors, including: MILLER, BYRNE, CLAREMONT, SIENKIEWICZ, and HEMBECK!

MARVEL CHECKLIST

☐ **MARVEL TWO-IN-ONE #90** — Written by JAN STRNAD. Pencils by ALAN KUPPERBERG. Inks by CHIC STONE. The **Thing** and **Spider-Man!**

☐ **TEAM AMERICA #3** — Plot by DAVID ANTHONY KRAFT. Script by GARY COHN. Pencils by MIKE VOSBURG. Inks by VINCE COLLETTA.

☐ **SPIDER-WOMAN #45** — Written by CHRIS CLAREMONT. Art by STEVE LEIALOHA.

☐ **G. I. JOE #2** — Written by LARRY HAMA. Pencils by DON PERLIN. Inks by JACK ABEL.

☐ **DAZZLER #18** — Written by DANNY FINGEROTH. Pencils by FRANK SPRINGER. Inks by VINCE COLLETTA.

☐ **KA-ZAR #17** — Written by BRUCE JONES. Breakdowns by RON FRENZ. Finishes by STEVE MITCHELL. A very off-beat tale (see Hype Box). Plus *Tales of Zabu* written by BRUCE JONES — with art by VAL MAYERIK

☐ **DENNIS THE MENACE #10** — Written by FRED TOOLE. Art by THE KETCHAM STUDIOS.

☐ **DAREDEVIL #185** — Written by FRANK MILLER. Breakdowns by FRANK MILLER. Finishes by KLAUS JANSON.

☐ **AMAZING SPIDER-MAN #231** — Written by ROGER STERN. Breakdowns by JOHN ROMITA JR. Finishes by JIM MOONEY.

☐ **CAPTAIN AMERICA #272** — Written by J. M. DeMATTEIS. Pencils by MIKE ZECK. Inks by JOHN BEATTY.

☐ **THOR #322** — Written by DOUG MOENCH. Pencils by ALAN KUPPERBERG. Inks by JIM MOONEY.

☐ **MICRONAUTS #44** — Written by BILL MANTLO. Breakdowns by GIL KANE. Finishes by DANNY BULANADI.

☐ **GHOST RIDER #71** — Written by J. M. DeMATTEIS. Breakdowns by DON PERLIN. Finishes by DANNY BULANADI.

☐ **MOON KNIGHT #22** — Written by DOUG MOENCH. Pencils and inks by BILL SIENKIEWICZ.

☐ **DOCTOR STRANGE #54** — Written by J. M. DeMATTEIS. Pencils by BRENT ANDERSON. Inks by JOSEF RUBINSTEIN. Plus a framing sequence by ROGER STERN, with pencils by PAUL SMITH and inks by TERRY AUSTIN.

☐ **INCREDIBLE HULK #274** — Written by BILL MANTLO. Art by SAL BUSCEMA.

☐ **AVENGERS #222** — Plot by JIM SHOOTER. Script by STEVEN GRANT. Breakdowns by GREG LaROQUE. Finishes by BRETT BREEDING.

☐ **CONAN #137** — Written by BRUCE JONES. Pencils and inks by ALFREDO ALCALA.

☐ **MARVEL TALES #142** — Reprinting **Amazing Spider-Man #5,** by STAN LEE and STEVE DITKO, featuring Spidey's first confrontation with. . . **Doctor Doom!**

☐ **X-MEN #160** — Written by CHRIS CLAREMONT. Pencils by guest artist BRENT ANDERSON. Inks by BOB WIACEK. The X-Men versus. . . *Belasco!*

☐ **ROM #33** — Written by BILL MANTLO. Breakdowns by SAL BUSCEMA. Finishes by JOE SINNOTT.

☐ **POWER MAN/IRON FIST #84** — Written by JO DUFFY. Breakdowns by DENYS COWAN. Finishes by STEVE MITCHELL.

☐ **MARVEL SUPER HERO CONTEST OF CHAMPIONS (Limited Series) #3** — Story by MARK GRUENWALD, BILL MANTLO, and STEVE GRANT. Script by BILL MANTLO. Breakdowns by JOHN ROMITA JR. Finishes by PABLO MARCOS. The conclusion of Marvel's first mini-series.

☐ **FANTASTIC FOUR #245** — Written by John BYRNE. Pencils and inks by JOHN BYRNE.

☐ **MARVEL TEAM-UP #120** — Written by J. M. DeMATTEIS. Pencils by KERRY GAMMILL. Inks by MIKE ESPOSITO. Spider-Man and **Dominic Fortune!** (See Hype Box.)

☐ **IRON MAN #161** — Written by DENNIS O'NEIL. Pencils by LUKE McDONNELL. Inks by DAN GREEN.

☐ **PETER PARKER, THE SPECTACULAR SPIDER-MAN #69** — Written by BILL MANTLO. Breakdowns by ED HANNIGAN. Finishes by AL MILGROM. The return of ***Cloak and Dagger!***

☐ **DEFENDERS #110** — Written by J. M. DeMATTEIS. Breakdowns by DON PERLIN. Finishes by JOE SINNOTT.

☐ **STAR WARS #62** — Written by DAVID MICHELINIE. Breakdowns by WALT SIMONSON. Finishes by TOM PALMER.

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MARVEL MAGAZINES

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☐ **BIZARRE ADVENTURES #32** — This issue's theme: *"Gods!"* And wait'll you see what LARRY HAMA, TOM DeFALCO, MARK ARMSTRONG, ALAN ZELENETZ, STEVE SMALLWOOD, STEVE SKEATES, AL MILGROM, MARK GRUENWALD, VAL MAYERIK, ANN NOCENTI and GREG LaROQUE have come up with to fit it. Cover by JOE JUSKO.

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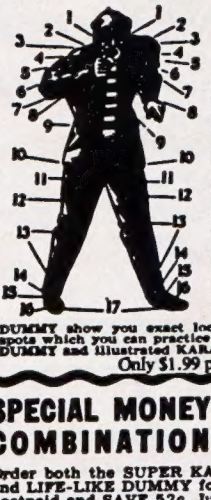

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